

PHOBOS

Medlemsblad for ARES – kun for medlemmer

Nr. 275, onsdag 22. november 2000

Redaksjonelt

Vi pleier ikke få skrivesperre når det kommer til å smøre sammen ett nytt redaksjonelt til Phobos – denne redaksjonen har vanligvis vist seg som et uuttømmelig oppkomme av nye vendinger på været, den almindelige verdenssituasjon, og ordinært småsladder.

Men denne gangen må vi innrømme at vi står fast. Sukk. Været er så ubeskrivelig sært at vi knapt kommer på noe å skrive om det, valget i USA beviser bare nok en gang at demokratiet egentlig bare er noe makthaverne har funnet opp for å underholde massene så de skal avholde seg fra å angripe autoritetene når alt går på tverke, og, vel, det skjer jo ikke mye spennende på spillsektoren heller. Selv om vi nok kunne skrevet noen sider om det tragiske som er i ferd med å vederfares Avalon Hill, som i disse dager selger ut sitt restlager av spill (se side 2.), hvis bare inspirasjonen ville komme.

Selvfølgelig kunne vi be dere om å stille opp for ARCON, det er jo bare et drøyt halvår igjen, det er snart på tide å levere den rollespillmodulen du ikke har tatt fatt på enda, eller vi kunne prøve med nok en oppfordring om å levere stoff (nei, vi mener ikke små, hvite piller med smilende ansikter på) til Phobos. Ikke for det, hvis du heller ville foretrekke å se ditt mesterverk på trykk i Imagonem eller Algernon, så tar vi gjerne i mot stoff til disse bladene, óg. Hvis du derimot skulle ønske å publisere mesterverket gjennom en Amateur Press Association, eller APA, så kan vi hjelpe dere der, óg. (Den beryktede H. P. Lovecraft publiserte sine ting nesten utelukkende gjennom en slik APA...)

Alle slike gode, nyttige, verdifulle, trivelige trykksaker er i grunnen avhengige av mange og flittige bidragsytere for å trives. Så det er bare og sette i gang og skrive.

Som sagt, det er sikkert mye man kunne skrive om, hvis bare denne skrivespærre kunne slippe taket. Som det nå er, sitter vi bare her, og stirrer på et blankt ark, og ser minuttene frem til deadline tikke i vei, som om det skulle dreid seg om et eller annet idrettsstevne.

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EX CATHEDRA #175

(spalten til Johannes H. Berg, styremedlem i Ares, administrator for ARCON)

Gofertre. Man skal bygge den av gofertre. Det står i Skriften, så det er sikkert sant. Hadde jeg hatt adgang til en tilstrekkelig ferdigskåret og omfattende mengde med gofertre-planker, ville jeg nok allerede ha vært i gang med å bygge en ark. For nå regner det jevnt og trutt på 54. døgnet, meteorologene varsler mer vått vær i vente, det surkler når man trekker pusten, og Akerselven utenfor vinduene mine oppe på Teknisk Museum har tidoblet seg i volum. Selve ordet ark minner jo om ARCON, og gofertre – ja, hva tror dere? Det må være et jærtegn fra Der Oppe (eller kanskje fra oss Her Nede, boss? Å – Svertulf! Men du hører da slett ikke hjemme her i PHOBOS? Se å komme deg tilbake til KRETSEN! Men, boss... Så! Se å fyke og reise, ellers pusser jeg Kjell Magne på deg igjen. Eller kanskje Verdikommisjonen hans; tror du du ville trives – Jada, jada, boss, jeg stikker nå!!). Det er ikke alle besøkende som er like velkommen. Selv ikke på Teknisk Museum – langt mindre i PHOBOS' (PHOBI?) spalter. De av dere som ikke kan unnvære Svertulf, får heller ta en tur til Stortorvets Gjæstgiveri hver 1. tirsdag i måneden...

Nåvel. Det er i hvert fall vått ute. Veldig, veldig, veldig vått. *Mud gameturn*, minst. *Heavy Mud*, ville jeg ha sagt. Og slik har det vært i ukevis. Kanskje det var like greit at vi ikke kom innom «En slette med planeter» på Ekeberg den kvelden vi vendte tilbake fra Hexcon (se #174...) likevel. Jeg var på den første Astrofestivalen (vet ikke engang sikkert om det var dette man kalte den) i fjor, og selv om den søndagen var preget av klart, kaldt vær, var det en temmelig gjørmete kveld på Ekebergsletten likevel. Så det ville nok vært enda traurigere å surkle av sted over en gressmatte som mest bærer preg av en million fotballsko i vill aktivitet sommeren

gjennom. Derne er den turterreng for lokalbefolkningen – men utpå høstparten er det ikke stort igjen av gresset... Nå er det jo så at fotballtrening + turgåing med bikkje formål jeg ikke har stort til overs for. Kanskje Ekeberg egentlig burde ha vært Oslos flyplass, slik som man foreslo på 30-tallet? Som det nå er, har denne digre flaten bare tjenestegjort som luftskipsfortøyningssted – for Roald Amundsens «Norge» i 1927 (masten sto der til under krigen, da den ble hugget og levert inn til en eller annen skrapmetall-kampanje!) samt for Goodyears «Europa» som kom på Norgesbesøk en eller annen gang midt på 80-tallet.

For så vidt burde man hatt gummistøvler i full drift for tiden – jeg har vel noen slike, men guden-med-ansvar-for-hittegods må vite hvor de kan tenkes å befinne seg. Dessverre er klassiske, høyskaftede gummistøvler – «slagstøvler»; et navn som gjør at enhver krigsspiller egentlig burde anskaffe seg minst et par – egentlig en ganske tungvint form for fottøy. Bortsett fra altså når det gjelder å klare seg tørrskodd gjennom flom av den kval- og kvantitet som vi opplever for tiden. Dessuten er de sikkert temmelig u-trendy; i hvert fall har jeg inntrykk av at de for det meste har vært assosiert med bønder, fiskere og anleggsarbeidere, helt siden jeg selv oppdaget forskjellen på praktisk og motepreget antrekk en eller annen gang rundt 1970.

Nå har jeg selv stort sett alltid ikke bare hatt mest sans for det praktiske; faktisk har jeg nokså gjennomført foraktet moten som fenomen, som skikk og som disiplinerende praksis hele tiden siden. Så hvorfor har jeg da ikke et par gummistøvler i «aktiv tjeneste» i en føremessig krisesituasjon som den vi har nå? Svaret er nok ganske kort at de er noe herk å få på og ikke minst av seg. Den tradisjonelle, høyskaftede varianten, i det minste. Kortskaftede «seilerstøvler» har

kanskje litt større praktisk nytteverdi; likevel har jeg stort sett holdt meg til tykke, brune sko i høstlige, våte perioder. Men nå er altså forholdene så ille at jeg savner noen skikkelige støvler. Vi får bare håpe at værgudene snart skifter policy, og lar oss få nytte godt av i det minste noen soldager før den første sneen kommer...

Det er ikke noen særlig oppmuntring å registrere at hvis all denne nedbøren de siste par ukene hadde kommet som sne, så ville vi hatt liggende en meter eller to av det hvite stoffet allerede. Det er nok flere av oss som foretrekker **Snow-gameturns** fremfor **Mud**, men utsikten til å overvære en ny istid har aldri fristet meg. For egen del ville jeg faktisk foretrukket om Klimaskiftet® faktisk ga seg utslag i bedre (= mer solrikt) vær her til lands. Faktisk ville det være triveligere om **Mud-rundene** holdt seg på *War in Europe*-brettet!

Dessverre er det ganske lenge til de inntreffer der i det spillet vi nå har gående på Bjølsen, og utsiktene til en lang, hard sommer 1941 er fortsatt til stede for Sovjetunionens vedkommende. Leningrad og t.o.m. Moskva kan meget vel ryke for Akse-armeenes uimotståelige panzerformasjoner innen det gode været gir seg (som er på et fast tidspunkt i dette spillet). Den kampanjen vi holder på med nå har ikke desto mindre en tendens i favør av de Allierte – til tross for diverse politiske eksesser fra de Vest-Alliertes side, som bl.a. har bragt med Tyrkia og Spania på tysk side... Tyskerne har rett & slett ikke stor nok hær til å kunne imøtesee en vinter på Østfronten (og særlig en med noen søte First Winter effects) videre fortrøstningsfullt. Det tar på å bygge ubåter...

Johannes H. Berg

NESTE OSLO SPILLFORUM BLIR 21/1 '01

Det er jo en stund til – men diverse julerush/mas gjør det upraktisk å arrangere et Forum i desember. Arrangøren (SimuleringsSpillHobbyens Selektive Sentralkomité, også kjent som Johannes H. Berg) vil gjerne høre fra alle som måtte være interessert i god tid i forveien... Som så ofte før skal dette spilltreffet finne sted hjemme hos SSHSS (Tuengen Allé 10) fra kl. 1500 (som jo er det tradisjonelle starttidspunkt) altså på søndag den 12. november. Kontakt Johannes (snakk med ham på Åres, eller ring / mail på 92 08 13 65 / jhberg@fandom.no) dersom du er interessert i å komme.

IMAGONEM

Det skal ikke store fantasien til for å forestille seg hvor flott det kan bli med et regulært utkommende rollespillblad i Norge. Folk som spiller, folk som designer spill, modulskrivere, spilledere og alle andre med et engasjement i hobbyen vil få noe å lese på, og i mange tilfeller en publikasjon å skrive for. Problemet vi har hatt med IMAGONEM til nå er imidlertid at vi er litt for få i redaksjonen til å kunne fordele arbeidet jevnt. Er det noen av PHOBOS' lesere som kunne være interessert i å hjelpe til litt? Vi trenger alt fra korrekturhjelp til desktop publishing... Snakk med Herman eller Johannes, som begge er med i IMAGONEM-redaksjonen selv!

DATOLISTEN

Lørdag 25/11:	Oslo & Omegn Miniaturspillklubb – spilldag på Bjølsen
Lørdag 16/12:	Oslo & Omegn Miniaturspillklubb – spilldag på Bjølsen
Søndag 21/1:	Oslo Spillforum (hjemme hos Johannes Berg)

Defcon er ikke klart ennå, men blir formodentlig i februar?

AFTER ACTION: EUROPA

«The Fight Against Fascism»

DEL IV (forts. fra PHOBOS 274)

Second Front-scenario og spillrapport fremskaffet av Fred Førde

Jan I 44

S, S, S, W, M, S, R

Axis Player Turn

Italy - The Germans pull out of Cassino and from behind the Garigliano and withdraw to their new positions of forts and trenches just south of Rome and to behind the Pescara River. The position looks grave.....

Spain - Massive reinforcements enter the battle line around San Sebastian and much to the Allies joy a couple of units from Northern France are shipped south to help bolster the defences.

Allied Player Turn

In Spain a joint UK/Canadian task force fights a winter battle with a Spanish force guarding the passes leading north into Galacia and EXs the defenders. Franco calls for Spain to rise up, but it is too cold and the population remains in doors.

In Italy engineering units begin to try and repair damage to bridges and rail lines while the Allies advance north after the retreating Germans. The call is made - Rome by the beginning of Spring!

Elsewhere massive redeployment occur of the airforces as Airfields are fully used in Corsica and Northern Spain, no transportation network in Western Europe is outside the threat of Allied airpower. In the Shetlands and Orkneys the airbases are upgraded and this fact pointed out to the Germans by some unsubtle Allied propaganda (finger pointing at the map and stating "These are to help me invade Norway.")

Jan II 44

S, S, M, W, M, C, C

Axis Player Turn

In Spain and Italy there is little significant movement other than some shuffling of stacks. Rome appears to be preparing for a bitter defence as some C/M units enter the area.

Allied Player Turn

Polish and Czech forces land in North Africa and special forces begin to get married up to planes and LCs in the area. OKW in Berlin begin to look long and hard at the Southern French coast line and the head of the Adriatic.

In Galacia, Portuguese and Canadians finish off the Spanish defenders, putting them out of their misery - only La Corona and Ferrol manned by a couple of 1-6 units remain to wave Franco's flag.

Feb I 44

S, S, S, M, W, C, C

Axis Player Turn

Defences are built up in the Pyrenees and Barcelona defences are shuffled about, stripping Germans out of the city and leaving it defended by the Spanish forces in the region. "The Valencian Republican" reports this as an example of how Franco is allowing Spanish youth to be sacrificed for Hitler's ambitions, "The Barcelona Bugle" retorts that Spain must hold its own against Godless

Communist sympathisers. In Italy the Germans hold their positions but a couple more units are sent from North France to the Cote D'Azur.

Allied Player Turn

The Royal Navy and Regia Marina arrive off Barcelona. In response the Spanish Navy sorties to see them off. In a very short and sudden battle, the combined forces fleet sink and destroy 12 strength points of Spanish ships for the loss of 1 aged Italian cruiser and a RN battle cruiser. Very satisfying results. The Fleets then prepare for NGS to aid the assault by French and British forces who attack and seize western Barcelona in a 4:1 HX result. The Republican Government in Madrid is very concerned at the use of NGS in a populated area but its protests are largely ignored by the British.

Feb II 44

S, S, S, W, M, R, R

Axis Player Turn

There is a movement of large numbers of PzG and assorted C/M units to Italy, along with a number of Infantry XXs. The Allies aren't unduly concerned at this, suspecting that the Germans are merely countering ongoing Allied build up in the Mediterranean. This belief is rudely broken when Panzer Armee Tedeschi launches a sudden winter blitz on the British Corp defending the west coast. The lax Allied planning for the region allowed 16 mile gaps to appear in the defences that allows the HG and 24th Pz XXs to slide into the rear of the British. With only three USAAF fighters able to intercept or provide DAS, the Germans win temporary air supremacy. A 2:1 attack results in an EX with the resulting ZoC interference results in the loss of three British Infantry Divisions and Artillery Division. London is outraged and sacks the regional commander. This is ineffectual as the Germans exploit south through the winter weather to retake the Garigliano, overrunning an Indian engineer unit and a Construction brigade. Only the motorised Italian brigade in Naples remains to block the German resurgence.

Allied Player Turn

Galacia is snapped up by Portuguese forces and British units redeploy to San Sebastian. At Barcelona, the last hex is taken by French troops who capture Franco and his cabinet. Republican agents, trained in Moscow, threaten Franco until he agrees to an immediate cessation of hostilities with the Allies and orders Spanish troops to lay down their arms. The few that remain however are mostly stacked with German forces and are convinced to join up the Waffen SS who set about forming two Spanish XXs for the reconquista of Spain.

In Italy US forces quickly redeploy westwards to put some strength behind the Garigliano and protect Naples. Plans for landings around Toulon and Marseille are abandoned by Allied high command and the Polish forces scheduled for the landings start to arrive in Italy

Mar I 44

S, S, S, M, M, C, C

Axis Player Turn

The area around Barcelona is abandoned and a pull back made to the prepared fortifications along the French border. the Pyrenees high passes are garrisoned and the Germans thumb their noses at the British, daring them to try and take them on. In Italy the Germans remain at the Garigliano, much to the relief of the Allied commander who had visions of some wild dash to Taranto.

Allied Player Turn

In Italy the Polish form up and allow the US units to return to the east coast. Massive airstrikes are launched on the rail lines of Northern Italy, virtually severing it from France and diverting construction units from construction of the Po River defence belt. At San Sebastian, the Allies feel cocky enough to try and get an early break in the defences. Four stacks of units attack the German stack 32 miles south of the town defending in wooded rough terrain. massive Air support is called out but they are stunned when the German Strategic reserve reacts and enters the battle. Caught by surprise there is insufficient escorts to prevent the Allied bombers and attack craft being torn to shreds by the Luftwaffe. The only saving grace is the fighter versus fighter battles puts a number of German fighters into the abort and killed boxes. The lack of Air support makes the defenders virtually invulnerable and the attack is stalled in the mud and woods of the lower Pyrenees.

Mar II 44

S, M, M, M, C, C, C

Axis Player Turn

In Italy a slight pull back occurs to the canal intensive zone south of Anzio. The German commander is confident that with a solid wall of two divisions per hex in Italy any Allied break through is minimal and can be controlled. In Spain all crossing points into France are securely defended. The region looks fairly strong, but will it be strong enough?

Allied Player Turn

In Italy an exploratory attack by US units on the Adriatic coast is called off when no result is seen to be likely (AS) and the Poles and New Zealanders advance cautiously to the new German line making sure their flanks are covered and ATEC available. In Spain, the chagrin of the previous fortnight's debacle keeps the British to their barracks and instead actions in France are confined to a massive air campaign that targets the transportation network. The MTO and ETO strategic forces join in and around 17 hits are made, cutting off southern France from the rest of the theatre. These hits, along with the ongoing campaign being waged from England and Corsica, are crippling the German ability to move effectively by rail.

Apr I 44

S, M, M, C, C, C, C

Axis Player Turn

Hurried attempts are made to repair the rail network in Southern France. In Italy a further withdrawal is made to the line 16 miles south of Rome to shorten the line and allow the release of the HG Pz XX and attached HG AA regt to attempt to Strategically Rail through Austria to southern France. It can only get as far as Tours. In Norway, three 7-6 XXs are concentrated in Oslo with some Construction units to send to the main front. The KM heads from Kiel to escort them. The withdrawal to Russia of the 21st Pz and SS 10th F PzG XXs weakens the Franco-Spanish border defences and much rolling about on the bunker floor is done by the German commander who forgot these were due to disappear.

Allied Player Turn

Spain/France - Andalucia and Valencia are classed as "pacified" with Spanish Republican units forming up - these in turn are used to release other UK units in the Spanish interior who are sent to the front. In an effort to begin the liberation of France (still not one hex in Allied hands!) the British launch a major offensive aimed at the forts near Perpignan and around San Sebastian. To complement the fighting, harassment is flown for a block 32 miles deep and 64 miles long behind the German front. Massive air support is flown and again the German Strategic Air force is called out to counter the Allied threat. This time the Allies are better prepared and despite heavy losses in the air for both sides, the defenders are mauled (4:1 = EX). South of this battle a LW Para XX is cadred by a UK/Canadian attack. The message is sent - Pyrenees breached! At Perpignan a French, Canadian and British army assaults the fortified defenders on the border and with several wings of fighter aircraft flying uselessly above as escorts in case of German Strat A/craft interception (which didn't occur here!) the odds are not enough to force them back and an AS results.

Italy - US forces attack across the Trento river with heavy GS flown. The German Strat A/Craft appear to do battle but are unable to prevent the infantry defenders being bounced out of their positions in exchange for some infantry losses by the Americans. Again behind the German lines a belt of harassment is flown some 32 miles deep, hopefully to delay the Germans in redeploying to meet the threat developing on the east coast and catch them if a sudden retreat is ordered.

France - The HG Pz XX and attached Hvy AA Regt is subjected to a swarm of Allied Fighter Bomber harassment - 1000 planes fly harassment for some 64 miles around the HG XX while in Normandy a Battle Group based on the 5th Para XX with Tiger tank support is likewise blocked in by RAF units. These two formations are the only likely units the Germans can use as a "Strategic reserve" in the western front without seriously weakening the Atlantic wall defences.

The above round of battles now leaves the Germans with more units in their replacement pool than the British, much to the Allied commander's relief. Signs of stress are starting to appear in the German defences.

Exploitation Phase - in Italy a US Armoured Corp (two "heavies" 16-10 and a motorised Inf XX) swings inland past the remnants of the German coastal defenders and enters Ancona, only a single Italian 0-5 Construction blocks access to Bologna and the Po River. In France at last, the British push the San Sebastian/Bayonne defences and crosses the Adour River, effectively trapping a number of German Divisions in a pocket on the coast.

Apr II 44

Clear weather Zone C! Calm seas in the Channel!

Axis Player Turn

Offers are made via the Swedish Embassy for a surrender by the Third Reich who claim they are in an impossible position. The German commander is bribed by promises of a regular supply of scotch and cuban cigars to maintain the war by bloodthirsty Allied High Command. As an immediate downpayment a bottle is broached and detailed discussion held on how the Germans

can salvage the situation which degenerates into a discussion of West Coast Eagles chances of making the finals in the Australian Football competition. The unanimous agreement is not much.

France - Using AA the HG Pz XX manages to struggle out of Tours and push south to Bordeaux. An attempt is made to squash the British bridgehead over the Adour but fails (AS). Troops try and sidle past the British along the coast but 5 XXs and many regiments remain trapped around Bayonne. Units in the Pyrenees begin to pull out and the armoured reserve stationed behind the line at Perpignan (Reserve Pz XXs) is switched to the Bordeaux region. All units in this area are still effectively lacking full supply due to the rail cuts behind them.

In Italy the fortuitous arrival of the SS LSSAH and DR XXs at Pesaro blocks the north option for the US over the Metauro River. Elsewhere in Italy, to the amazement of the Allies the Germans remain in their lines, despite the front now in serious danger of being encircled by the US drive up the Adriatic. Could be an unforeseen result of the Swedish scotch supply line.....

Norway - The three 7-6 XXs set sail for Kiel and arrive safely. Germany starts to build up a new strategic reserve.

Allied Player Turn

France - With England bursting with US forces a cross channel invasion is launched. Allied intelligence had watched with frustration over the past several months as the defences in Normandy and Brittany remained fully manned despite the irritations in Italy and Spain. It was noticed however that the Pas de Calais had several units shipped off to the south, and although the Atlantic Wall defences were quite strong, there were few units in the interior available to the Germans. In a daring gamble the finger was pointed at the space between Bolougne-sur-Mer and Le Treport and the order given - "Invade there!" Four US XXs are broken up, and with Engineer and Amphib tank support land at Le Treport and the two hexes to the north, bypassing the main defences in Normandy and the much vaunted and costly Seine fortifications (A dozen forts on the east side of the river). French naval units scour the minefields, lots of Allied planes take down the Coastal defences in Boulogne and Le Treport to a level that allows the Royal Navy and USN to effectively shut them down in a short engagement. The German Strat Air Force comes out to play again and tries to escort the LW Anti Shipping forces through to hit the fleet as it crosses the Channel. It is surprisingly effective despite massive RAF Spitfire cover and two code V units get though, only to be seen off by naval AA.

In a daring move, the 101st Airborne is landed deep inside France at St Quentin, some 80 miles from the planned beachhead. 5 regiments land, only one is disrupted. The depth of the landing was made to block off a rail line (recently restored) and it was felt that the US beachhead would be quickly expanded.

The landings go off rather well with troops landing unopposed between Boulogne and Le Treport. At Le Treport itself, the defending 4-5 Res XX is shattered by overwhelming Air Support and NGS. (7:1 +1AEC = DE). While the allied commanders are patting each other on the back, it is pointed out by the beach control officer that only 9 LCs remain serviceable following a higher than expected damage rate despite the good weather and unopposed landings. The follow on fleet is forced to land only HQs, Hvy AA and an Artillery brigade while the Armoured Division due to land is sent back to ports in Britain. The Allied commander begins to regret the 6 LCs he left as a deception measure in the Mediterranean. they would come in quite handy. In St Quentin, the US Paratroopers suddenly look very vulnerable and scared.

Southern France - An attack on some Eastern troops, a para cadre and a Reserve Mountain XX expands the breach in the German line (HX) while around Bayonne the pocket is crushed in three attacks on various stacks of German defenders - two 5-7-6 XXs are lost following a DH/ZoC retreat battle, a PzG cadre and attached artillery brigades and bike battalions are lost likewise. Only the units in Bayonne itself hold out due to the Port Fortification (AS). In the follow on phase, the 1st Armoured XX and attached recon units exploit through to reach the outskirts of Toulouse.

In Italy the US Armoured corp changes direction and heads west over the mountains into Tuscany - the German defenders force an EX result but the US shrugs off the minimal losses (one Armored XX cadred). In the exploitation phase the Armored/Motorised units flood into the clear terrain seizing Perugia and Sienna while a 16-10 XX heads south to challenge the German units remaining around Italy.

Comment to date:

It took me until the end of February to wake up and realise that I had to get moving. Despite forces in Italy and Spain, I wasn't achieving the desired results - not one hex of France captured and despite the early successes in Italy I was in significantly good position. The sally by the German Pz and PzG units in Italy really hurt and put me on the back foot. It caused the cancellation of an invasion of the Cote D'azur and diverted more troops to Italy than I wanted. It also sucked the guts out of the British replacement pool making any future losses hard to replace. For this reason D-day was a purely US affair and despite advantage taken of the Pas de Calais run down of defences and the good weather things were not looking good. The losses in LCs hampered an immediate build up and I was very lucky that the main German units were not in the area, otherwise a serious reverse could have occurred. The German player offer to give up was real, and he was very realistic about his chances - in trying to cover the whole western front including Spain is beyond German resources with the current counter mix. This game cost me an arm and a leg in scotch and beer bribing him to continue to play. Luckily the following turns gave him something to smile about. Norway looks weakened by the withdrawal of the 7-6 XXs. Might be time to attack